

## *Description of the “Transparent platform” level design element*

### **Functionality**

Transparent Platform is the dynamic object allowing to diversify the gameplay by situations when a player has some doubt (but always has some hints at the same time) about the fact of the possibility to walk on the particular areas.

### **Parameters**

#### **Transparency**

While the parameter is turned on - a platform is transparent.

\* The parameter doesn't affect the turn on/turn off of a platform's collider - the collider is always turned on. A visualization only can be changed in this case.

#### **Adjustable Parameters**

- A possibility to set a necessary collider shape in Unity;
- A possibility to set a position in Unity.

#### **Platform's Dimensions**

The short one: Depth (Y) - 0.5 m, Length (X) - 1 m.

The medium one: Depth (Y) - 0.5 m, Length (X) - 2 m.

The long one: Depth (Y) - 0.5 m, Length (X) - 5 m.

### **Integration with the Triggers System**

The Transparency parameter must be able to be turned on/turned off as a result of completing of some events.

- Ex1: a player enters particular 'Zone F'. The exact platforms "001", "002", "003" which are located above and more to the right become transparent. (The Transparency parameter has been turned on)
- Ex2: a player activates the switch "M". The platform "004" which is located above and more to the left becomes transparent, the platform "005" which is located above and more to the left becomes not transparent. (For the "004" the Transparency parameter has been turned on, for the "005" - it has been turned off).

## Desirable Visualization

The following animations of change of the appearance are needed:

- from the transparent state into the not transparent one;
- from the "not transparent" state into the transparent one.

The main idea is to never show the Transparent Platform itself, it always stays invisible.

1) What we can show while it is in the "not transparent" state:

1. there are some cones, twigs, huge leaves of wonderful plants on the platform;
2. a player can see blots, irregular shape stains in acidic colors (light-green, violet, pink);
3. Fat, striate bugs are creeping on the platform; glaring butterflies are sitting on it's edges; ladybirds are on the lateral sides.

2) In the moment of becoming transparent:

1. a squall of wind blows leaves, twigs and others away;
2. a sunlight, a flaw, stream of hot air from the bottom - some of it heat up the platform, and stains and blots turn into a colorful vapour, which rises upwards slowly and totally dissolve into thin air then.
3. something disturbs the insects, and they take wing and fly away.

3) In the moment of becoming not transparent:

1. cones, twigs, huge leaves come flying to the platform from the outside of the screen;
2. multicolored, opalescent drops are dripping from the sky, and blots and stains remain on the platform;
3. a big covey of insects is flying, some of insects land on the platform.

## Use Cases

1.

Moving to the right a player notices a loot box which is literally in the air and some mobs roving near the box. Trying to jump there with the help of a Jump-Pad, the player sees how his character's head gets bang touching an invisible obstacle, and the character falls down.

Then moving to the right proceeds, and the player meets a Gravity Zone slowly, smoothly elevating upwards. After has looked to the right from it the player can easily see standard platforms, some mobs on them, so the player can decide to proceed going to the right to fight with these enemies. But at the same time he can use the Gravity Zone to ascend high and then he can get out from the Zone to the left - and after that he will fall onto transparent platforms. The player can then move to the left and finally reach the loot box which is "literally in the air".

2.

A player is coming down the "steps" (each "step" is a separate platform). This "ladder" can turn to the right or to the left. The next "step" will become not transparent only if the player kill each enemy on the current "step". The player understands which direction he must choose, comes down some more "steps" in that direction and meets the next group of mobs which have to be killed to make the next "step" visible, not transparent. If the player doesn't kill enemies and just run somewhere, he can choose incorrect direction and fall down to an abyss.